



GAZETTE

VOL. 8, NUMBER 2

MARCH/APRIL 1989

Monthly meetings of S.B.A.C.E. the Final Frontier for Atari users, are held on the second Tuesday of the month, at 7:30 PM. The meeting location is:

VFW Hall
1865 Lomita Blvd
Lomita, CA

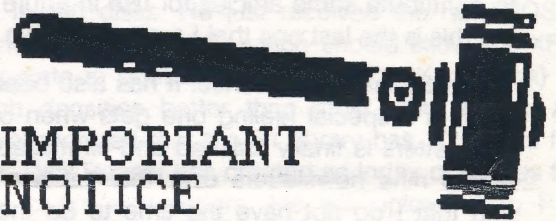
SIBACE OFFICERS

Board members:

President	Jerry Bransford	325-6204
Vice President	Eugene Bienko	534-3984
Recording Secretary	Daniel Prince	327-6147
Treasurer	Abe Abyad	539-8561
Librarian (8-bit)	Bob Lehmkcr	530-4071
Newsletter Editor	Bill Little	217-0725

Appointed positions:

Corresponding Secretary	Dick Reaser	645-7063
Magazine Librarian	Daniel Prince	327-6147
ST VP/Librarian	Alan Haskell	542-7870
Asst. Newsletter Editor	Bob Gillies	771-5309



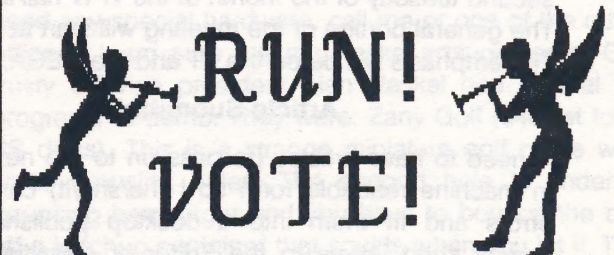
IMPORTANT NOTICE

ELECTIONS!

Nominations for officers will be taken at the 14 March 1989 S.B.A.C.E. meeting. All board member positions are open. Elections will take place during the 11 April 1989 meeting.

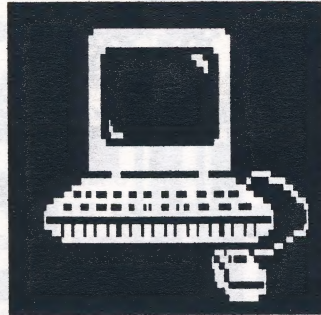
Support **your** computer club. Meet new friends. Enhance your abilities. Run for an office of your choice. The club will always benefit from some "new blood" in the officer ranks.

(A final round of nominations will take place just before the elections to insure that everyone has a chance to be heard.)



The Editor's Keyboard

by Bill Little



Well fellow club members this is it. The last SBACE newsletter that I will be the editor for. Oh I plan to help out on the next one if the soon-to-be-newly-elected editor wants any help with the transition. In fact I have already put together a disk containing all the extra articles that Dale Bryant has submitted (Six more articles folks. All edited and ready to print. Warm up you GFA Basic disks because there are some more good example programs coming!) and a copy of the standard articles that appear in each issue. I also hope to contribute some articles for use in future newsletters but this is the last one that I am responsible for.

It has been an experience. It has also been a pain but there is a special feeling one gets when one of these newsletters is finally finished and all mailed out. I have edited nine newsletters over the last two years but I find that I do not have the time to do the job justice anymore. It is somebody else's turn.

I would like to take this opportunity to give some thanks to those fellow club members that have really helped me. Thanks to Daniel Prince for getting me started, Dale Bryant for all the articles that you have submitted and Brian Eliassen, Greg Knauss and Bob Gillies for assisting me. Thanks to Dick Reaser for all that effort you go through to research and write the What's Gnu column. I would like to give a special thanks to Alan Haskell for all your advice and the late night help with printing, folding, stamping, etc. Thanks to all the rest of you who contributed and/or just lent me your support.

IMPORTANT ANNOUNCEMENT

The general and ST meetings will be combined back into one meeting. This meeting will be held on the second tuesday of the month at the VFW hall in Lomita. The general portion of the meeting will start at 7:30 PM. The emphasis will be on the ST and the MEGA.

Article Submittal

I need to have articles (to pass on to the next editor) in machine readable form so I (he/she/it) can correct errors and fit them into a desktop publisher. I will accept short letters to the Editor or classified ads in

printed or neatly handwritten form. I prefer that articles are transmitted to the TORRANCE FOREM at 320-1541, to P.C. HEAVEN at 374-7929 or to the SWAMPS BBS at 324-0218 (8-bit uploads only). These BBS's support F-mail so you can upload a file directly to me. Please include your name in the article you submit so credit can be given where credit is due. I will be checking these BBS's every week or so and will try to leave you a message using E-mail when I have received your file. Please call me at 217-0725 if you have a question or if you want to tell me that you have uploaded an article. You can also give me articles on disk at the meetings (8-bit or 16-bit) or call me to make a special arrangement.

Member's Classified Ads

As a service to our club members we will place short classified ads in this newsletter to help you sell/trade/buy computer equipment and/or software. Contact me at 217-0725 to relay your ad.

*** KEEP SUBMITTING ARTICLES - SHARE ***



What's Gnu

(3/8/89)

by Dick Reaser

DOSs, John Brandt (SLCC Journal 8-88). A historical review of DOS1, DOS2.0S, DOS2.0D, DOS3, DOS4, ASOS, OS/A+v1, OS/A+v2, DOSXL, OS/A+v4, MYDOS, SmartDOS, SpartaDOS, Top-DOS, & SUPERDOS.

Rythms of a Variable Star, Roger Sinnott (Sky & Telescope 8-88). A program with discussion.

80 Column Displays, Comparing, Ron Starkey (PSAN 10-88). Bit-3, Ace-80, Onmiview, XEP80, ICD MIO Comparisons.

\$99.00 Tandy 3 1/2", 1 MEG Drive on ANY ST, Davy Jones (PSAN 10-88). Hardware modification for "DIYs".

Eight Tips, George Iken (HACE 10-88). Graphics, Duplicate Program Lines, Graphic, Flash, Keycode, DIR, Traps.

Eight Tips, George Iken (HACE 11-88). Scrolling.

Eight Tips, George Iken (HACE 1-89). Disk Menu Program and tips about it.

Eight Tips, George Iken (HACE 2-89). Joystick Menu Program and tips about it.

Parallel Disk Interface for the XL/XE, Bob Woolley (SLCC Journal 11-88). Schematic for "DIYr"

Atari's Small Articles, Joseph Russek (Current Notes 11-88). Star, Roll, Rainbow & GTIA programs.

SpartaDOS Cartridge, Kieth Joins (Mile Hi 11-88). A Review.

Turbo 816, Editor (MAAUG 11-88). A new product by Data Que.

1050 Happy Controller 2 Color LED, Jim Harvey (PSAN 12-88). Hardware modification for "DIYr"

Diamond Operating System, Roger Downey (NWPAC 12-88). A review.

G.O.E. Graphic Operating System, Roger Downey (NWPAC 12-88). A review.

Living with an 8 Bit in an IBM World, Jim Brozanvich (MAM 12-88). Transferring files.

Copyright Law, Jordan J. Breslow (MAGIC 10-88). 4 part explanation.

Copyright Law (more), Jordan J. Breslwo (MAGIC 12-88). What happens if you assume software is in Public Domain.

Diamond & GOE Operating Systems, Penny Ormston (PSAN 1-89). A comparison review.

Install an Alternate Operating System in an XE, Don Neff (AIM 1-89). Piggyback Omnimon, Omniview and Atari OS.

Bigger Picture, Anthony Borbely (CALTARI 2-89). How to modify an ST SC1224 to utilize the entire screen.

DOS XE, Harvey Cannon (SNACC 2-89). A one page review.

Building a Hard Drive for the ST, Bill Rayl (AIM 2-89). Buy a kit from Tech Specialties and "DIY".

MYDOS Version 4.5, Harvey Cannon (SNACC 2-89). A one page review.

Talking Toodle Autoload, Rick Reaser (ANTIC 2-89). A start up file using SpartaDOS.

Meeting Minutes

by

Daniel Prince

The January General Meeting 1/10/89

Jerry Bransford called the meeting to order at 7:43 with the announcement that the VFW hall had ordered that there be no beer in the meeting room. I counted 23 people at the meeting. Bill Little announced that there will be no Nov/Dec Gazette and that Bob Gillies has been helping him with the Gazette. Thank you Bob, I know what a big job the newsletter is, I did it for over two years. I'm sure Bill can really use the help. Bill made his usual plea for more articles, which he prefers in Word Writer ST format.

Bob Lehmker announced that he had reconstructed the 8-bit library but that some disks are missing. The total is 490 disks. He just received the new DOS XE (formerly called ADOS) which should allow the XF551 to operate in double sided mode (360K per disk) and switch densities better than most other DOSs. Alan Haskel reported that the ST library has 105 (virus free) disks. Dick Reaser has created an index of articles from other club's newsletters. He will upload it to P. C. Heaven BBS. A poll was taken and only 8 members at the meeting do not own an ST. Anthem Engineering (home of the 8-bit library) has become All Tech because a company back east was already using the name.

Our Treasurer, Mr Eliassen, was not at the meeting. Because of concern about a lack of visibility into the club's bank balances, a motion was passed to require that a written treasurer's report be available at each general meeting. It was mentioned that the Drive Master switch for switching ST drives does not switch enough lines to work properly. The February issue of Radio Electronics has a good article on the ST.

Demos

There were no 8-bit demos this time. If anyone has any 8-bit programs, public domain or commercial that might interest the group please bring them in. If you need any special hardware, call me or one of the other officers, I am sure we can make arrangements. Our trusty ST vice president Alan Haskel had several ST programs to demo. They were: Zany Golf (\$40 list for 2 SS disks). This is a strange miniature golf game with some amusing holes. The second hole is under a bouncing hamburger and you have to bounce the ball off a ketchup container that squirts when you hit it. The graphics and play were quite good. Next Alan demoed



Centerfold Squares (list \$39), an Othello game you play against the computer to uncover a picture of a voluptuous female.

I was told to continue Greg Knauss's joking style. So here is an entirely fictional account of the proceedings:

Jerry Bransford showed up at the meeting entirely naked with his skin painted blue. He said that it was a Druid holiday and as a Druid priest he had to do it. I wonder if anyone other than Bill will ever read this. (Why not!! - the next editor will have to answer all the angry phone calls. - ed.)

ST meeting 1/30/89

The ever reliable Alan Haskel called the meeting to order at 8:01. It was announced that Abe Abyad would be taking over for Brian Eliassen as Treasurer. Dale Bryant mentioned that HiSoft has a very bad manual for their new BASIC. There were several questions about using generic 3.5" drives. (I have read in another club's newsletter that most require more current on some of the control lines than the ST can safely supply.) I counted 37 people in attendance. Alan mentioned that there would be a "World of Atari" show at Disneyland Hotel on April 22-23.

Demos

The first demo was of an 8-bit drive and cable that hooks up to the printer port and works with version 2.2 or 2.3 of the St Transformer. (2.3 is the version without Apple support, it requires less memory.) With this cable you can boot off any 8-bit drive but the 810 and run programs from any drive. You can also use other 8-bit SIO devices like plotters etc. with this cable. Alan next showed a Radio Shack 3.5" drive that cost a total of \$135, \$99 for the drive \$15 for the power supply And \$20 for the cable. The Next demo was of the Tweety Board which gives 3 channel sound on the ST. It plugs into the sound chip and requires extensive disassembly of the computer. You will need a stereo amp and a center channel amp for the full effect, you can also tie two of the outputs together for two channel sound. Not all programs sound good on it. Zany Golf sounds quite good but synthesized sounds do not.

Orrin Walker gave a demo of disk 95 in the ST library, Sticker. To give the demo he used Omnires which gives Hi-res on a color monitor. Sticker is a 3.5" disk label printing program from Germany that Orrin has partially changed to English. It has 16 or 17 libraries of icons (24 icons per library). You can create or edit your own icons. The program can read the directory off the disk and put it on the label (you don't have to use all the filenames).

Bill Galager demoed Pac Mania in 3d and Super hang-on, a motorcycle game from Sega. Alan sold a disk of the month for \$2.00 or exchange for a blank. The disk has Killer Chess by Greg Knauss (one of our members), D. C. stuffer which allows up to 15 desk accessories to be used at once, version 1.97 of the arc program, a moon phase calculator, and Discovery Education. Discovery Education is a program of USA and world geography. Alan gave a demo of the USA portion of the program. It was pretty good. One of the many members who brought Falcon F16 Flight Simulator, gave a demo of it. It's copy protected and requires a code wheel as well. It lists for \$49. The play is very good. It works with a joystick (best), keyboard, or mouse. Members reported that the manual is very good.

Alan announced that the next meeting topic would be on hard drives. We ended the meeting to copy disks out of the club's library at 9:45.

The February General meeting.

Jerry Bransford called the meeting to order at 7:51. There was no ST at the meeting. Eugene Bienko now works at Federated noon to 9:00 PM except Wednesday and Thursday. He can give active members a discount. They have a laser printer and a document scanner that members can try.

The outgoing treasurer Brian Eliassen presented a written treasurers report. The bank balance, not counting several membership checks, was \$478.78. The number of paid members has declined substantially in the last year.

Because of the declining bank balance and declining attendance at the general meetings (I counted only 18 this time, in the past we have had as many as 122 people at meetings) Jerry Bransford proposed that we find another meeting place, either for the 8-bit or for a combined ST and 8-bit meeting. The present ST meeting place is not suitable for a combined meeting place because it is available for only 2 hours. Fred Carpenter volunteered to do some calling for a meeting place but he urged all other members to make some calls. For a combined meeting we need a place that has seating for 60 people, electricity, and we need at least 3 hours, once a month on a Monday thru Thursday evening. We want a place West of the Harbor freeway, South of 150th St. and North of 260th Street. Please do your part and call a few places. You might find a place that is really close to your home. Saving and Loans often have community rooms.

Ray Debout demoed a Lotto number picking program

that he modified from a program published in the November, 1988 Antic magazine. He changed it so that it can pick out five sets of numbers with no number being duplicated. He said that he buys \$10 each time and usually gets one or two \$5 winners. I discovered that Ray has been both setting up and putting away all the 8-bit equipment for some time now. Thank you Ray!

Fred Carpenter said that he has installed key springs in his ST and that he likes the increased tactile feedback they give. They are \$10 to \$12 a set and come with enough springs to do 2 STs.

The ST meeting of 2/27/89

Alan Haskel called the meeting to order at 8:01 with the following announcements: There will be no longer be a separate ST meeting. From now on there will be one meeting a month at the VFW hall which will be primarily ST. The "World of Atari" show will have 28,000 square feet of exhibits. The hardware IBM emulator will be shown for the first time. The Specter GCR which allows the ST to read Mac disks will be there and most of the products will be for sale. There is a new version of "Sticker". It is completely translated into English and you can now save your stickers to disk. The topic of the next meeting, on March 14 at the VFW hall will be on Desktop Publishing.

Ed Austin gave a demo of Deflektor, a game where you use a stationary laser and mirrors (some rotating) to shoot stationary objects. It looked like a pretty good game and Ed was very good at it.

We next had a very informative presentation on hard drives by Alan Haskel. Alan covered all aspects of hard drives especially the advantages and disadvantages of building your own from separate parts, from a kit or buying a complete system. He gave out a very good eleven page handout that includes prices of some of the most economical sources. Darrin Harmon brought his custom made hard/floppy system. He has two 31 meg Epson 3.5" hard drives one 80 track double sided 5.25" floppy (720k) and one 3.5" double sided drive in a very good looking case. The case even has busy lights for the Host Adapter, the controller, and each of the hard drives. It also has a switch to determine which of the floppies is drive "B".

Alan gave a demo of a game called Dots & Dashes from the disk of the month which also contains "Turtle Backup" a public domain file backup program which, while slow, saves your files in a form that can be read by TOS. It was mentioned that "Meg a Minute" from Antic is much faster but is an image backup and the

disks are not readable by TOS. The last demo was of "Tuneup" a commercial program that gives you lots of information about your hard drive and allows you to de-fragment it. The memory that is freed up when a file is erased is, of course, reused by the computer. If a new file is then saved at that location and it is larger than the old file was, the new file gets broken up. When this process gets repeated many times you can have a file scattered all over a disk thus slowing down your file access time considerably. A de-fragmenter puts all the files into contiguous sectors.

We adjourned to copy disks from the club's library at about 9:55 PM.

Programming the ST:

XBIOS the Numbers

by Greg Knauss

Welcome back! Just one simple XBIOS this time, number 7. It lets you have access to the ST color palette, so all you monochrome programmers, go read the funnies or something.

XBIOS(7) is actually staggeringly simple to use. It's easiest to see with an example, again in GFA BASIC:

```
Dim Old_colors(15)
```

```
For I=0 to 15
```

```
Old_colors(I)=Xbios(7,I,-1)
```

```
Next I
```

I told you it was simple. This example loads all the current palette colors in the array Old_colors. You should do this at the beginning of your program before you start fiddling with the colors.

Now say the user has decided to quit your program. If you just drop him back to the desktop, the colors will usually be awful, occasionally unreadable. So just use XBIOS(7) to set them back. To do that just:

```
For I=0 to 15
```

```
Void Xbios(7,I,Old_colors(I))
```

```
Next I
```

It's good practice to reset the original colors when you exit back to the desktop, every program should do it. Good manners, let's call it.

That's it, short and simple this time. Remember, the only way to hurt a computer through the keyboard is by pouring Pepsi all over, so... play around!



Routines You Can Use:

by Dale Bryant

GFA & U:

For those of you who have GFA 2.0 I would recommend your serious consideration of looking into version 3.0. GFA 3.0 is upwardly compatible with version 2.0 merely by merging a 2.0 listed program into 3.0 and saving it with 3.0. It has many new commands and routines built into the language itself. There are no less than two separate sorts that are quite easily called from your program. Qsort is the familiar Quicksort and Ssort the Shell sort. Both are equally easy to call from your program. If you do a lot of data manipulation that requires sorting these two routines alone might prove to be worth the upgrade fee. Note, if you will, in the short accompanying program routine the ease of calling Qsort. Data can be sorted in ascending or descending order as needed for your application.

Though these routines are not necessarily devoted to GFA 3.0. It will be used where it will make the routines shorter. Except for the Qsort call, this routine works with either version.

```
Dim Num$(100) !Array to hold numbers
```

```
Option Base 1 !Start array at 1, not zero
```

```
' same as GOSUB
```

```
@Input_num
```

```
-----  
Procedure Input_num
```

```
Rec=1 !Start array at 1
```

```
Do !Start input loop
```

```
Print At(15,10);Spc(7) !Clear old input
```

```
Print At(1,10);"Number to Pad "; !Request a number
```

```
Form input 6,Num$ !Limit to 6 digits
```

```
Exit if Num$="" !If RETURN key, then exit
```

```
J=Len(Num$) !Get length of number typed in
```

```
L=6 !6 digits is longest allowed
```

```
Z$="000000" !Use Z$ for padding numbers
```

```
Mid$(Z$,L-J+1)=Num$ !Insert num$ into Z$
```

```
Num$=Z$ !Put padded number back into num$
```

```
Num$(Rec)=Num$ !Store padded number in our array
```

```
Print Num$(Rec) !Print padded number
```

```
Inc Rec !Increase array by 1
```

```
Loop !Get next number
```

```
Dec Rec !Pull one off of count for EXIT
```

```
Qsort Num$(1),Rec !GFA 3.0 only-Sort the array
```

```
@Print_rec !and gosub to print_rec
```

```
Print "Any key to end"
```

```
~Inp(2) !Just wait for keypress
```

```
Edit !and return to editor
```

```
Return
```

```
-----  
Procedure Print_rec
```

```
Cls !Clear screen
```

```
Print "Numbers Input" !Print out all
```

```
For I%=1 To Rec !numbers input
```

```
Print Num$(I%) !into our array
```

```
Next I% !O.K., all done
```

```
Return
```

The above routine will accept numerical input up to six digits long. If the number input is less than six digits long it is padded with leading zeros to six digits. As an example, the number 400 will be padded and stored as 000400. If a six digit number is input it will remain the same as it was input. The number 410400 will remain 410400. The primary reason for this is for the sorting of the numbers in numerical order.

Most of the examples given in this series will have to do with disk related files. Gathering, storing and manipulating data is, to me, the most fascinating aspect of computing. Some of you, I know are into graphics. With the help of Greg Knauss, the SBACE GFA graphics guru, I hope to be able to cover GFA graphics as well. Be sure to look for Greg's Killer Chess for the St. It should be available on your magazine stand soon. (See the February 1989 issue of STart magazine. - ed)

Have fun with your ST.

The SpartaDOS, R-Time 8, Atariwriter, Printer Driver Connection

by Rick "I'm Also Perfect" Reaser

I recently acquired an ICD R-Time 8 cartridge for use with my 130XE. As you may know, the R-Time 8 is a hardware clock that plugs into the cartridge slot (right or left on old 800s) and interfaces directly with SpartaDOS or through the "Z:" handler for software programs. The R-Time 8 also allows you to plug another cartridge on top of it. SpartaDOS, in conjunction with the R-Time 8 provides the capability to time/date stamp files.

One of the first things I wanted to do was see if I could get SpartaDOS 3.2, the Atariwriter Cartridge, the R-Time 8 cartridge, and my Antic Printer Driver Construction Set Printer Driver to all play together. Since I have Percom autosensing Double Density Disk Drives, I was interested in trying to do word processing in double density. SpartaDOS would allow me to do that, hopefully. It would sure be nice to have a ramdisk and use my 130XE to its fullest potential. While I was at it, I might even be able to get the automatic time/date stamp on file with R-Time 8. Since I have a Daisywriter 2000, which is not a standard printer, I would need to use a printer driver created by the Antic Printer Driver Construction Set (by John Hinkley). When I had problems getting every thing to work, I called ICD and Craig Thom in Technical Support came up with a solution over the phone as I sat in front of the computer.

It is possible to run the Atariwriter cartridge, load a printer driver, install a ramdisk, work in multiple densities, and date/time stamp files with SpartaDOS 3.2, R-Time 8, and a 130XE. Change the name the printer driver you create with Antic's Printer Driver Construction Set from AUTORUN.SYS to PRINTER.COM. Put PRINTER.COM, and the SpartaDOS system files RD.COM and TDLINE.COM on a SpartaDOS formatted disk with X32D.DOS on it. This disk can be true double density if your drive supports that. Create a file named STARTUP.BAT on the same disk that contains the following commands:

KEY OFF

TDLINE

TD OFF

RD D8:

PRINTER

CAR

The batch file turns off the keyboard buffer, installs the

R-Time 8 handler, turns off the time/date display (since it crashes Atariwriter), creates an internal ramdisk named D8:, installs the printer driver, and finally returns control back to the Atariwriter cartridge.

The time/date stamp will not appear on the file index displayed by the Atariwriter cartridge, but it will appear if the disk was formatted in SpartaDOS format and viewed directly with SpartaDOS. This set up will read both Atari DOS and SpartaDOS diskettes, single or double density. Disks formatted from the Atariwriter menu will be in the same density and format (Atari DOS or SpartaDOS) as whatever was last read in the drive. You can even save and load files to and from preexisting subdirectories. The only catch is that you can't read the subdirectory indexes from the Atariwriter cartridge menu and full path names cannot exceed 15 characters. Of course it is not possible to use the SpartaDOS Command Processor, but the added flexibility in terms of different density and DOS support is amazing.

Gradually, I am converting all new files to SpartaDOS format. Since, SpartaDOS can read and write Atari DOS 2.X disks directly, compatibility is not an issue. Also note that the Express850 telecommunications program works directly with the R-Time 8 and SpartaDOS, as advertised -- subdirectories and all. The follow-on article to this one will discuss using the R-Time 8 and SpartaDOS with Kyan Pascal which is another winning combination.

ICD not only has some outstanding products (SpartaDOS and R-Time 8), but ICD has outstanding user support as well. All 8-bit users should definitely check into these ICD products.

Routines You Can Use:

by Dale Bryant

GFA and U:

One of the most important aspects of the management data is to be able to find the location of the data within it's storage array. This is necessary if you want to change or delete the record. This applies to memory data or data read in from a disk file. Of course to change the record in a disk file you also have to know where the record resides within the file. In GFA this can be done by reading the individual record location into an index array. We will get into that in future articles. This columns demo merely creates an array of names and allows you to search for any name in the array. If



the name is not in the array the program notifies you and allows another search of the name array. If the searched for name is in the array it is displayed along with it's position in the array. The Ssort call is peculiar to GFA 3.0 but the rest of the program is compatible with earlier versions of GFA. The code is somewhat commented for your convenience. You can insert as many names into the data statements as you desire as long as they are terminated with an asterisk (*).

```

DIM dat$(100) !Dim Dat Array
OPTION BASE 1 !Start array at 1
@gen_data !Same as GOSUB
PROCEDURE gen_data
rec=1
DO
READ dat$ !Read some names to find
EXIT IF dat$="" !Quit on *
dat$(rec)-UPPER$(dat$) !Insert names read into dat$ array
INC rec !Add 1 to counter
LOOP
DEC rec !Subtract 1 for * read
SSORT dat$(),rec !Sort dat$(array),number of records
FOR i=1 TO rec !Print sorted list of names
PRINT dat$(i) !with for-next loop
NEXT i
VDISYS 5,0,0,13 !Make inverse-GFA 3.0
PRINT "Press Button or Key to Search" !Plain English
VDISYS 5,0,0,14 !Turn off inverse
REPEAT
UNTIL MOUSEK OR INKEY$<>"" !Mouse button or any key
@find_rec !GOSUB to find_rec procedure
RETURN
DATA john,harry,orrin,gene,alan,robert
DATA harold,simom,fred,susan,jane,dolores,*
-----
PROCEDURE find_rec

```

FIND RECORD

```

search_again: !if we want more than one search
CLS
x%=1 !Our records start at dat$(1)
INPUT "Search for ";b$ !Get search phrase
IF b$="" !If RETURN pressed, That's it.
GOTO all_done
ELSE
b$=UPPER$(b$) !Change search phrase to upper case
l=LEN(b$) !and get length of phrase
ENDIF
REPEAT !Search till found or exit
c%=INSTR(LEFT$(dat$(x%),l),b$) !Find phrase position if present
INC x% !NO!, look at next record
EXIT IF x%>rec !If x%>rec-no more records
UNTIL c%<>0 !If c%<>0-record was found
IF c%=0 !Else, record was
GOTO not_found !not found
ELSE !If record was found x% is one too many
DEC x% !so subtract 1 from x%
PRINT "Record # ";x%
PRINT dat$(x%) !Hey baby!, I found you.
ENDIF
not_found: !Like a line number.
IF c%=0 !Record was not in dat$ array
PRINT CHR$(&H1B)+"b1"; !Make text red
PRINT "Sorry ";b$;" Not Found";!And say you're sorry
PRINT CHR$(&H1B)+"b3" !Black text again.
ENDIF
PRINT "Search again [Y/N]" !Look for another record
REPEAT
x$=UPPER$(INKEY$)
UNTIL x$<>""
IF x$="Y" !If Y, do another search
GOTO search_again !any other, just
ENDIF !return
all_done: !to
@return_to_editor !the Editor

```


RETURN

-----PROCEDURE return_to_editor

EDIT !Editor

RETURN

This routine can be modified so it would find all occurrences of the search phrase. An example might be all phone numbers starting with a certain area code or everyone with the last name of Walker. Remember, search and Ye shall find!

If you are at all interested in programming I would suggest you acquire (buy) GFA 3.0 Basic. It is a fast, friendly language and very versatile. Don't let the absence of line numbers intimidate you. After a few days you won't even miss them. Also the programs can be compiled to a .PRG file that can be executed from the desk top. All versions also come with a "RUN" only program that can be freely distributed so your friends can use all those great programs you are going to produce.

Have fun with your ST.

Programming the ST: XBIOS the Numbers

by Greg Knauss

Have you ever wanted to have a blinking cursor at a prompt, but didn't want to bother with the code that would make it obey? You don't need to bother, the guys who threw the ST together already built one in.

Normally, programs operating under GEM don't have a cursor. XBIOS(21) lets you turn the cursor on, toggle it's blinking status and set the rate at which it flashes.

R=Xbios(21,C,S)

...is the basic set up for the blink command. C can range between 0 and 5 as follows:

Value of C Result

- 0 Turn cursor off
- 1 Turn cursor on
- 2 Turn blinking on
- 3 Turn blinking off
- 4 Use S as the new blink speed
- 5 Return, in R, the current blink speed

So, in most cases you can ignore the other two parameters for this XBIOS. R can be a dummy variable unless C equals five, in which case R would contain the current blinking speed. S can be a -1 unless C equals four, in which case S contains the new blinking speed.

Here's a few examples:

R=Xbios(21,0,-1) ! No cursor (Normal)

R=Xbios(21,1,-1) ! Cursor

R=Xbios(21,2,-1) ! Blinking cursor

R=Xbios(21,4,5) ! Quickly blinking cursor

R=Xbios(21,4,250) ! Slowly blinking cursor

R=Xbios(21,5,-1) ! R holds the cursor blink value

Always remember to turn the cursor on before you start it blinking, otherwise you'll have an invisible, blinking cursor, which isn't too exciting.

Also, GFA uses it's own custom cursor, so if you turn the cursor on whilst editing a program, you'll get some slightly strange results.

No, blinking cursors aren't all that exciting, but if you ever need a flasher, you now know where to find one. (At the corner of Hollywood and Vine is also a good place...)

That's it for this time. Remember, the only way you can hurt a computer through the keyboard is by smashing it with your forehead, so... play around!

Routines You Can Use:

by Dale Bryant

GFA and U:

Another useful command in GFA is the INSERT command. A value can be inserted into an existing array. After the value is inserted all elements after the inserted data will be moved up in the array. Note that in the example the data is inserted into a sorted array and the data remains in sorted order after the insertion. Be sure to increment the record count to correspond to the number of insertions made. To really see how these examples work you should type them in using GFA 3.0 and RUN the examples. The comments in the program should help you understand what is happening.

DIM a\$(20)



```

CLS
DO
READ a$ !Read Names
EXIT IF a$="*" !All done
a$(record%)=a$ !Put names into A$(array)
INC record% !Read next name
LOOP

@display_data !GOSUB

DATA alvin
DATA betty
DATA doris
DATA ellie
DATA frank
DATA gary
DATA henry
DATA jack
DATA lora
DATA mary
DATA nancy
DATA orrin
DATA penelope
DATA robert
DATA susan
DATA sarah
DATA thomas
DATA *
' -----PROCEDURE display_data
QSORT a$( ),record% !Be sure names in order
CLS
FOR i%=0 TO record% !then display
PRINT a$(i%) !sorted list
NEXT i%
@insert_name !GOSUB to insert procedure
RETURN !ALL procedures end with a RETURN
' -----PROCEDURE insert_name

```

```

PRINT AT(20,20);"Name to insert" !Ask user for a
INPUT b$ !name to insert into original list
PRINT AT(20,20);SPC(40) !Wipe input
x%=0 !Start counter a A$(0)
DO UNTIL x%=record% !If x%>record% we can't insert
name
EXIT IF a$(x%)>b$ !If A$(array) is greater than B$
INC x% !Check next A$ element
LOOP
IF x%<=record% !A$(x%) is out insert point
INSERT a$(x%)=b$ !so, insert B$
INC record% !and we added a record
ENDIF
FOR i%=0 TO record% !Display inserted list
PRINT AT(25,i%+1);a$(i%) !at this screen location
NEXT i%
PRINT "Press Button or Key to End"
REPEAT !Wait for Mouse or key press
UNTIL MOUSEK OR INKEY$<>"*" !If key or mouse
button pressed
EDIT !return to editor
RETURN

```

The DELETE command in GFA works on the identical principle except the remaining elements are moved down in the array.

Have fun with your ST.

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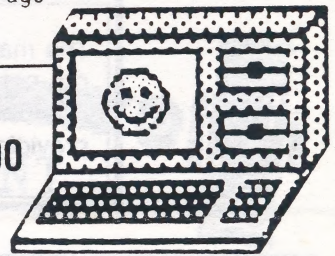
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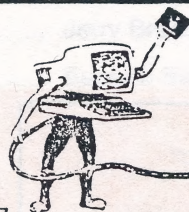
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MAGAZINE LIBRARY NEWS

by Daniel Prince

The SBACE magazine library contains numerous Atari magazines including most editions of Analog, Antic, Atari Explorer, Byte, Compute, Page 6, plus many others.

If you want to borrow one of the club's magazines, call me and I will bring that issue to the next SBACE meeting. I am going to try to bring some of the more recent issues to each meeting from now on.

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